

Statki

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# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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Graphic_Object . . . . .	18
Ship . . . . .	25
Interface . . . . .	20
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Field . . . . .	15
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Mine . . . . .	22
Transformable	
Graphic_Object . . . . .	18
Interface . . . . .	20





## Chapter 2

# Class Index

### 2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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<a href="#">Button</a>	8
<a href="#">Check_Position</a>	10
<a href="#">Count_Score</a>	11
<a href="#">Create_Board</a>	12
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<a href="#">Mine</a>	22
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## Chapter 3

# File Index

### 3.1 File List

Here is a list of all files with brief descriptions:

C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/	<a href="#">GameLogic.cpp</a>	27
C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/	<a href="#">GameLogic.h</a>	27
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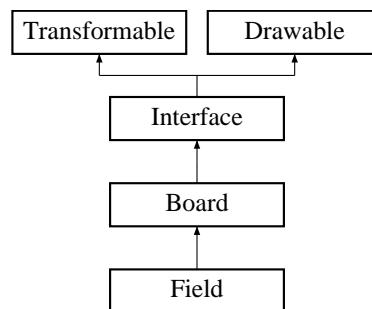
## Chapter 4

# Class Documentation

### 4.1 Board Class Reference

```
#include <Interface.h>
```

Inheritance diagram for Board:



#### Public Member Functions

- [Board](#) ()
- [Board](#) (sf::Font &font, sf::Vector2f position)
- void [draw](#) (sf::RenderTarget &target, sf::RenderStates states) const

#### Additional Inherited Members

#### 4.1.1 Constructor & Destructor Documentation

##### 4.1.1.1 [Board\(\)](#) [1/2]

```
Board::Board ( ) [inline]
```

#### 4.1.1.2 Board() [2/2]

```
Board::Board (
    sf::Font & font,
    sf::Vector2f position )
```

### 4.1.2 Member Function Documentation

#### 4.1.2.1 draw()

```
void Board::draw (
    sf::RenderTarget & target,
    sf::RenderStates states ) const [virtual]
```

konstruktor

Reimplemented from [Interface](#).

Reimplemented in [Field](#).

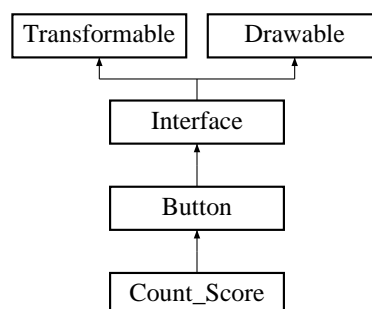
The documentation for this class was generated from the following files:

- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[Interface.h](#)
- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[Interface.cpp](#)

## 4.2 Button Class Reference

```
#include <Interface.h>
```

Inheritance diagram for Button:



### Public Member Functions

- [Button](#) ()
- [Button](#) (std::string [text](#), sf::Font &[font](#), int characterSize, sf::Vector2f [position](#))
- void [draw](#) (sf::RenderTarget &target, sf::RenderStates states) const

## Additional Inherited Members

### 4.2.1 Constructor & Destructor Documentation

#### 4.2.1.1 Button() [1/2]

```
Button::Button ( ) [inline]
```

#### 4.2.1.2 Button() [2/2]

```
Button::Button (
    std::string text,
    sf::Font & font,
    int characterSize,
    sf::Vector2f position )
```

### 4.2.2 Member Function Documentation

#### 4.2.2.1 draw()

```
void Button::draw (
    sf::RenderTarget & target,
    sf::RenderStates states ) const [virtual]
```

konstruktor

Reimplemented from [Interface](#).

Reimplemented in [Count\\_Score](#).

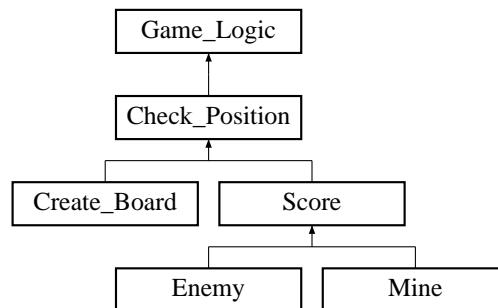
The documentation for this class was generated from the following files:

- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[Interface.h](#)
- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[Interface.cpp](#)

### 4.3 Check\_Position Class Reference

```
#include <GameLogic.h>
```

Inheritance diagram for Check\_Position:



#### Public Member Functions

- bool [Check\\_If\\_Ship\\_Already\\_There](#) (int y, int x)
- bool [Check\\_If\\_You\\_Can\\_Add\\_Ship](#) (int y, int x)

#### 4.3.1 Member Function Documentation

##### 4.3.1.1 Check\_If\_Ship\_Already\_There()

```
bool Check_Position::Check_If_Ship_Already_There (
    int y,
    int x )
```

##### 4.3.1.2 Check\_If\_You\_Can\_Add\_Ship()

```
bool Check_Position::Check_If_You_Can_Add_Ship (
    int y,
    int x )
```

metoda sprawdzajaca czy statek znajduje sie na podanym miejscu

The documentation for this class was generated from the following files:

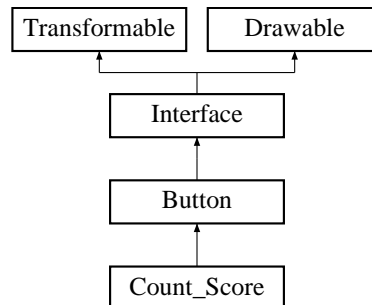
- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[GameLogic.h](#)
- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[GameLogic.cpp](#)



## 4.4 Count\_Score Class Reference

```
#include <Interface.h>
```

Inheritance diagram for Count\_Score:



### Public Member Functions

- [Count\\_Score](#) (std::string [text](#), sf::Font &[font](#), int characterSize, sf::Vector2f [position](#))
- void [draw](#) (sf::RenderTarget &target, sf::RenderStates states) const
- void [setString](#) (std::string [text](#))

### Additional Inherited Members

#### 4.4.1 Constructor & Destructor Documentation

##### 4.4.1.1 Count\_Score()

```
Count_Score::Count_Score (
    std::string text,
    sf::Font & font,
    int characterSize,
    sf::Vector2f position )
```

#### 4.4.2 Member Function Documentation

##### 4.4.2.1 draw()

```
void Count_Score::draw (
    sf::RenderTarget & target,
    sf::RenderStates states ) const [virtual]
```

konstruktor

Reimplemented from [Button](#).

#### 4.4.2.2 setString()

```
void Count_Score::setString (
    std::string text )
```

metoda rysujaca obiekt

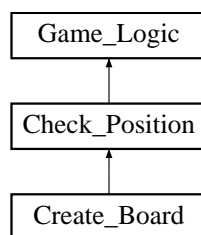
The documentation for this class was generated from the following files:

- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[Interface.h](#)
- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[Interface.cpp](#)

## 4.5 Create\_Board Class Reference

```
#include <GameLogic.h>
```

Inheritance diagram for Create\_Board:



### Public Member Functions

- [Create\\_Board](#) ()
- bool [Check\\_If\\_You\\_Shot\\_Ship](#) (int y, int x)
- bool [Add\\_Ship](#) (int y, int x, bool direction, int size)
- bool [read\\_file](#) ([Create\\_Board](#) &enemy\_board)
- bool [save\\_to\\_file](#) ([Create\\_Board](#) enemy\_board)
- void [AddingShipsByComputer](#) ()
- void [AddingShipsByUser](#) (sf::RenderWindow &window, int base\_y, int &licznik1, int &licznik2, int &licznik3, int &licznik4)
- void [clear](#) ()

### 4.5.1 Constructor & Destructor Documentation

#### 4.5.1.1 Create\_Board()

```
Create_Board::Create_Board ( )
```

## 4.5.2 Member Function Documentation

### 4.5.2.1 Add\_Ship()

```
bool Create_Board::Add_Ship (
    int y,
    int x,
    bool direction,
    int size )
```

metoda ustawiajaca miejsce na zestrzelone i zwracajaca informacje, czy znajdował sie tam statek

### 4.5.2.2 AddingShipsByComputer()

```
void Create_Board::AddingShipsByComputer ( )
```

metoda zapisujaca stan gry do pliku

### 4.5.2.3 AddingShipsByUser()

```
void Create_Board::AddingShipsByUser (
    sf::RenderWindow & window,
    int base_y,
    int & licznik1,
    int & licznik2,
    int & licznik3,
    int & licznik4 )
```

metoda umozliwiajaca dodawanie statkow przez komputer

### 4.5.2.4 Check\_If\_You\_Shot\_Ship()

```
bool Create_Board::Check_If_You_Shot_Ship (
    int y,
    int x )
```

### 4.5.2.5 clear()

```
void Create_Board::clear ( )
```

#### 4.5.2.6 read\_file()

```
bool Create_Board::read_file (
    Create_Board & enemy_board )
```

metoda dodajaca statek

#### 4.5.2.7 save\_to\_file()

```
bool Create_Board::save_to_file (
    Create_Board enemy_board )
```

metoda odczytujaca zapis gry z pliku

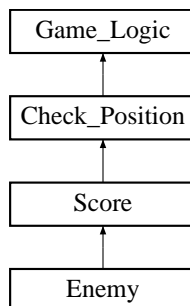
The documentation for this class was generated from the following files:

- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[GameLogic.h](#)
- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[GameLogic.cpp](#)

## 4.6 Enemy Class Reference

```
#include <GameLogic.h>
```

Inheritance diagram for Enemy:



### Public Member Functions

- [Enemy](#) ()
- void [Count](#) ([Game\\_Logic](#) enemy\_board)

#### 4.6.1 Constructor & Destructor Documentation

##### 4.6.1.1 Enemy()

```
Enemy::Enemy ( ) [inline]
```

## 4.6.2 Member Function Documentation

### 4.6.2.1 Count()

```
void Enemy::Count (
    Game_Logic enemy_board ) [virtual]
```

konstruktor

Implements [Score](#).

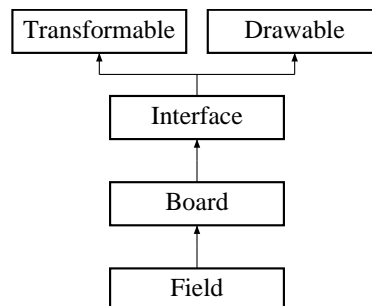
The documentation for this class was generated from the following files:

- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[GameLogic.h](#)
- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[GameLogic.cpp](#)

## 4.7 Field Class Reference

```
#include <Interface.h>
```

Inheritance diagram for Field:



### Public Member Functions

- [Field](#) (sf::Font &font, sf::Vector2f position)
- void [draw](#) (sf::RenderTarget &target, sf::RenderStates states) const

### Additional Inherited Members

### 4.7.1 Constructor & Destructor Documentation

#### 4.7.1.1 Field()

```
Field::Field (
    sf::Font & font,
    sf::Vector2f position )
```

### 4.7.2 Member Function Documentation

#### 4.7.2.1 draw()

```
void Field::draw (
    sf::RenderTarget & target,
    sf::RenderStates states ) const [virtual]
```

konstruktor

Reimplemented from [Board](#).

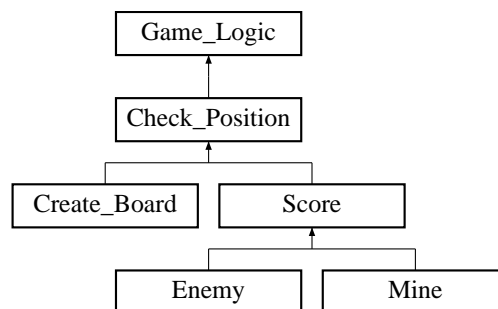
The documentation for this class was generated from the following files:

- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[Interface.h](#)
- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[Interface.cpp](#)

## 4.8 Game\_Logic Class Reference

```
#include <GameLogic.h>
```

Inheritance diagram for Game\_Logic:



### Public Member Functions

- bool [is\\_ship\\_there](#) (int x, int y)
- bool [is\\_ship\\_there\\_shot](#) (int x, int y)
- void [set\\_ship](#) (int x, int y)
- void [set\\_empty](#) (int x, int y)
- void [shoot\\_ship](#) (int x, int y)

## 4.8.1 Member Function Documentation

### 4.8.1.1 is\_ship\_there()

```
bool Game_Logic::is_ship_there (
    int x,
    int y )
```

### 4.8.1.2 is\_ship\_there\_shot()

```
bool Game_Logic::is_ship_there_shot (
    int x,
    int y )
```

metoda zwracająca 1, jeśli statek jest na podanym miejscu, 0 gdy go nie ma

### 4.8.1.3 set\_empty()

```
void Game_Logic::set_empty (
    int x,
    int y )
```

metoda ustawiająca statek na podanym miejscu

### 4.8.1.4 set\_ship()

```
void Game_Logic::set_ship (
    int x,
    int y )
```

metoda zwracająca 1, jeśli miejsce było trafione, 0 gdy nie było

### 4.8.1.5 shoot\_ship()

```
void Game_Logic::shoot_ship (
    int x,
    int y )
```

metoda ustawiająca puste miejsce pod zapis

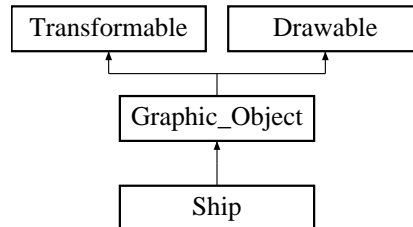
The documentation for this class was generated from the following files:

- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[GameLogic.h](#)
- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[GameLogic.cpp](#)

## 4.9 Graphic\_Object Class Reference

```
#include <GraphicObject.h>
```

Inheritance diagram for Graphic\_Object:



### Public Member Functions

- virtual void [draw](#) (sf::RenderTarget &target, sf::RenderStates states) const

### Protected Attributes

- sf::Text [text](#)
- sf::Font [font](#)
- sf::Vector2f [position](#)

### 4.9.1 Member Function Documentation

#### 4.9.1.1 draw()

```
virtual void Graphic_Object::draw (
    sf::RenderTarget & target,
    sf::RenderStates states ) const [inline], [virtual]
```

#### Parameters

<i>position</i>	pozycja w oknie - wektor dwóch współrzędnych
-----------------	--

Reimplemented in [Ship](#).

### 4.9.2 Member Data Documentation



## 4.9.2.1 font

```
sf::Font Graphic_Object::font [protected]
```

**Parameters**

<i>text</i>	znak - X- trafiony statek, *- pudlo, O- statek nietrafiony
-------------	--

**4.9.2.2 position**

```
sf::Vector2f Graphic_Object::position [protected]
```

**Parameters**

<i>font</i>	typ czcionki - arial
-------------	----------------------

**4.9.2.3 text**

```
sf::Text Graphic_Object::text [protected]
```

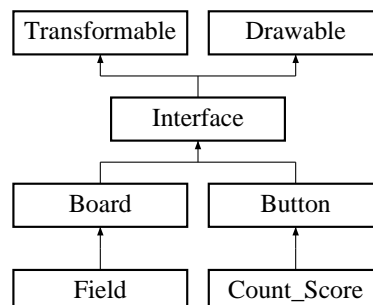
The documentation for this class was generated from the following file:

- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[GraphicObject.h](#)

**4.10 Interface Class Reference**

```
#include <Interface.h>
```

Inheritance diagram for Interface:

**Public Member Functions**

- virtual void [draw](#) (sf::RenderTarget &target, sf::RenderStates states) const

## Protected Attributes

- sf::Text [text](#)
- sf::Font [font](#)
- sf::Vector2f [position](#)
- sf::RectangleShape [frame](#)

### 4.10.1 Member Function Documentation

#### 4.10.1.1 draw()

```
virtual void Interface::draw (
    sf::RenderTarget & target,
    sf::RenderStates states ) const [inline], [virtual]
```

##### Parameters

<i>frame</i>	ramka, potrzebna przy przyciskach i planszach
--------------	---

Reimplemented in [Count\\_Score](#), [Field](#), [Board](#), and [Button](#).

### 4.10.2 Member Data Documentation

#### 4.10.2.1 font

```
sf::Font Interface::font [protected]
```

##### Parameters

<i>text</i>	tekst, który zostanie przekazany do konstruktora
-------------	--

#### 4.10.2.2 frame

```
sf::RectangleShape Interface::frame [protected]
```

##### Parameters

<i>position</i>	pozycja w oknie - wektor dwóch współrzędnych
-----------------	--

#### 4.10.2.3 position

```
sf::Vector2f Interface::position [protected]
```

##### Parameters

<i>font</i>	typ czcionki - arial
-------------	----------------------

#### 4.10.2.4 text

```
sf::Text Interface::text [protected]
```

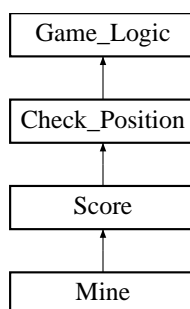
The documentation for this class was generated from the following file:

- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[Interface.h](#)

### 4.11 Mine Class Reference

```
#include <GameLogic.h>
```

Inheritance diagram for Mine:



#### Public Member Functions

- [Mine](#) ()
- void [Count](#) ([Game\\_Logic](#) my\_board)

#### 4.11.1 Constructor & Destructor Documentation

## 4.11.1.1 Mine()

```
Mine::Mine ( ) [inline]
```

## 4.11.2 Member Function Documentation

## 4.11.2.1 Count()

```
void Mine::Count (
    Game_Logic my_board ) [virtual]
```

konstruktor

Implements [Score](#).

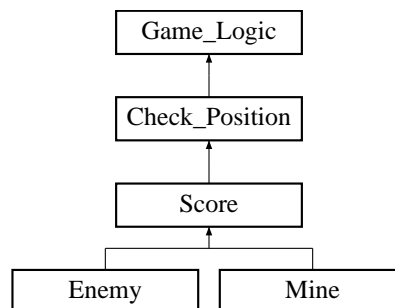
The documentation for this class was generated from the following files:

- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[GameLogic.h](#)
- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[GameLogic.cpp](#)

## 4.12 Score Class Reference

```
#include <GameLogic.h>
```

Inheritance diagram for Score:



## Public Member Functions

- [Score](#) ()
- virtual void [Count](#) ([Game\\_Logic](#) board)=0
- int [GetScore](#) ()
- void [SetScore](#) ()
- void [SetScore](#) (int amount)

## 4.12.1 Constructor &amp; Destructor Documentation

## 4.12.1.1 Score()

```
Score::Score ( ) [inline]
```

## Parameters

<i>amount</i>	liczba punktów
---------------	----------------

## 4.12.2 Member Function Documentation

### 4.12.2.1 Count()

```
virtual void Score::Count (
    Game_Logic board ) [pure virtual]
```

konstruktor

Implemented in [Enemy](#), and [Mine](#).

### 4.12.2.2 GetScore()

```
int Score::GetScore ( )
```

metoda liczaca wynik

### 4.12.2.3 SetScore() [1/2]

```
void Score::SetScore ( )
```

metoda zwracajaca wynik

### 4.12.2.4 SetScore() [2/2]

```
void Score::SetScore (
    int amount )
```

metoda ustawiajaca wynik na 0

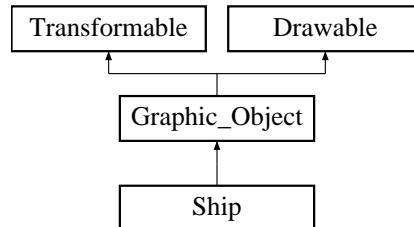
The documentation for this class was generated from the following files:

- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[GameLogic.h](#)
- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[GameLogic.cpp](#)

## 4.13 Ship Class Reference

```
#include <GraphicObject.h>
```

Inheritance diagram for Ship:



### Public Member Functions

- void [change\\_Ship](#) (std::string state\_of\_ship)
- [Ship](#) (std::string state\_of\_ship, sf::Font &font, sf::Vector2f [position](#))
- void [draw](#) (sf::RenderTarget &target, sf::RenderStates states) const

### Additional Inherited Members

#### 4.13.1 Constructor & Destructor Documentation

##### 4.13.1.1 Ship()

```
Ship::Ship (
    std::string state_of_ship,
    sf::Font & font,
    sf::Vector2f position )
```

metoda zmieniajaca typ statku na jeden z trzech mozliwych

#### Parameters

<i>state_of_ship</i>	X- trafiony statek, *- pudlo, O- statek nietrafiony, argument state_of_ship, który przyjmuje nowy stan statku
----------------------	---

#### 4.13.2 Member Function Documentation

#### 4.13.2.1 change\_Ship()

```
void Ship::change_Ship (
    std::string state_of_ship )
```

#### 4.13.2.2 draw()

```
void Ship::draw (
    sf::RenderTarget & target,
    sf::RenderStates states ) const [virtual]
```

konstruktor ustawiajacy statek w konsoli

Reimplemented from [Graphic\\_Object](#).

The documentation for this class was generated from the following files:

- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[GraphicObject.h](#)
- C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/[GraphicObject.cpp](#)



## Chapter 5

# File Documentation

### 5.1 C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/GameLogic.cpp File Reference

```
#include "GameLogic.h"  
#include "Interface.h"  
#include "GraphicObject.h"  
#include <list>
```

### 5.2 C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/GameLogic.h File Reference

```
#include "Interface.h"  
#include <fstream>  
#include <list>
```

#### Classes

- class [Game\\_Logic](#)
- class [Check\\_Position](#)
- class [Create\\_Board](#)
- class [Score](#)
- class [Mine](#)
- class [Enemy](#)

### 5.3 C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/GraphicObject.cpp File Reference

```
#include "GraphicObject.h"
```

## 5.4 C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/GraphicObject.h File Reference

```
#include <SFML/Graphics.hpp>
#include <iostream>
```

### Classes

- class [Graphic\\_Object](#)
- class [Ship](#)

## 5.5 C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/Interface.cpp File Reference

```
#include "Interface.h"
```

## 5.6 C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/Interface.h File Reference

```
#include <SFML/Graphics.hpp>
#include <iostream>
```

### Classes

- class [Interface](#)
- class [Button](#)
- class [Board](#)
- class [Field](#)
- class [Count\\_Score](#)

## 5.7 C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/pch.cpp File Reference

```
#include "pch.h"
```

## 5.8 C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/pch.h File Reference

## 5.9 C:/Users/SYLWIA/source/repos/Projekt PK4 Statki/Projekt PK4 Statki/Projekt PK4 Statki.cpp File Reference

```
#include <SFML/Graphics.hpp>
#include <iostream>
#include "Interface.h"
#include "GraphicObject.h"
#include "GameLogic.h"
#include <list>
#include <fstream>
#include <vld.h>
```

### Functions

- int [main](#) ()

#### 5.9.1 Function Documentation

##### 5.9.1.1 main()

```
int main ( )
```



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